



**THE ELECTOR COUNTS
PODCAST PRESENTS**

SHATTERED KINGDOMS

**A WARHAMMER FANTASY BATTLES 8TH
EDITION HOBBY EVENT**

11 MAY 2019



SHATTERED KINGDOMS

tone & important details

Welcome to the players pack for Shattered Kingdoms, presented by the Elector Counts Podcast. Based on the resurgent enthusiasm for this so called 'dead' game, we decided to name a date and roll out our fancy tables and see how many people will come and play with us!

Shattered Kingdoms is a 'Narrative Event' in the same vein as Warhammer 30k Narrative events.

Armies **MUST** be fully painted to attend the event, this means painted and based and in the case of this square based game we love, pimped out with movement trays.

The most prestigious awards will be doled out for Army Presentation and Sportsmanship, and these will be player voted.

So come down to the Magic Vault on the 11th of May and help us cast *Raise Dead*.

The Elector Counts.

Place: The Magic Vault, 9 South Pine Road Alderley

Time: 11 am – 7pm

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NARRATIVE

After the coming of Tamurkhan, the Border Princes lay shattered. Fields burned, hamlets, walled villages and towns nothing more than charnel houses. The residents of these areas fled into the hills if they were lucky, killed if they were caught, or if they had really offended the Gods, taken as slaves.

Disaster breeds opportunity and unto this scene of devastation and misery come small warbands looking to seize what they can!

Sailing down the Black Gulf came masterwork ships of the Asur. From Barak Varr and the Worlds Edge Mountains come the stout Dwarves, and from the various realms of man come warbands of templars, mercenaries and opportunists. But it isn't just the forces of Order who are concerned

with carving up this shattered realm. Out of the thick woods to the north Beastmen bray and raise their filthy totems. Orcs and Goblinoids of all kinds mass across the gulf in the Badlands, building shoddy rafts and other barely seaworthy conveyances. Undead and Skaven have always been a plague on the Border Princes and these terrors from the darkness grow emboldened. And to make matters worse, in the wake of Tamurkhan come smaller Chaos Warbands, either lagging behind the main army, or



purposely split off from it to raid as much as they could. Laden down with loot and slaves, these warbands are a constant peril. And if the misery meted out to this sorrowful realm wasn't swelling enough, Druchii Corsair fleets have followed their fair kin into the Black Gulf and raid the shores in blackened ships of doom.

Shattered Kingdoms concerns the former Border Princedom of Halfear's Hold. Smashed by the enormous Chaos Horde which has recently passed through, many small towns have survived either through some unbelievable feats of heroicism or sheer dumb luck. Forces of Order seek to strengthen the realm and drive off evil creatures, the Forces of Destruction seek to overturn decent people's grip on the area forever!



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GAMES & ARMIES

Shattered Kingdoms will be 3 x 2400 point games of Warhammer Fantasy Battles 8th Edition.

All games will be Battle Line.

All armies will use the regular army list organisation charts. NO END TIMES.

No Special Characters will be allowed at the event, you're encouraged to develop your own Lords and Heroes with their own tales to tell!

Following is a list of available armies, remember players will be asked to consider theme and narrative when voting for Army Players Choice!

The following are preferred armies:

- Empire
- Dwarves
- High Elves
- Warriors of Chaos
- Ogre Kingdoms
- Orcs & Goblins
- Chaos Dwarfs (Tamurkhan list)
- Beastmen of Chaos
- Dark Elves
- Skaven
- Vampire Counts
- Lizardmen
- Tomb Kings

The following 8th edition lists from The Warhammer Armies Project will also be playable at this event; some of these armies might represent mercenaries in the pay of the Empire, or Border Princes themselves.

The lists above have been around for almost a decade, these list below although 'fan made' are a great way to shake up the meta.

- Bretonnia
- Dogs of War
- Estalians
- Kislev
- Cult of Ulric
- Halflings
- Hobgoblins

[Army lists can be found here.](#)



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CAMPAIGN

The infrastructure of the campaign itself will use the hex based system developed by the Eye of Horus Crew for the 30k HeroCon event. In particular this system will be great to represent forces of both Order and Destruction carving out their own mini kingdoms from the remnants of the territory known as Halfear's Hold.

Each round will be random draw, with players set to tables, each of which is represented by a hex on the strategic map.

When you win a game, you will achieve a victory point for your faction. After a victory you may elect to 'defend' that tile, the more times you defend, the higher your victory point score will go! However, if you lose, the enemy will delete your score and start accumulating their own points on that tile.

This means not only will we see which side has won the overall campaign but we'll be able to see who the most successful generals are, and they'll be able to carve out their own mini kingdom!

Pictures of the strategic map will be posted in the Elector Counts group when it is built!



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AWARDS

Best Presented

3 awards, top 3 no particular order, player voted

Coollest Dude

1 award, player voted

Regiment Breaker

Most Banners Captured, players will keep their own tally

Widowmaker

Awarded to the General who kills the most enemy Generals, players will keep their own tally

Arcane Fool

Awarded to the Wizard who has the most dimensional cascades, players will keep their own talley